

CLAIMS

I claim:

1. An electronically-scored game comprising:

an electronic controller;

at least one sensor operatively connected with the controller, the at least one sensor adapted to detect at least one activity associated with the game and to generate a signal; a memory storing information corresponding to a plurality of audible recordings, the memory being operatively connected with the controller;

a sound generator operatively connected with the controller; and

a speaker operatively connected with the sound generator,

whereby upon detection of the at least one activity associated with the game, the signal from the sensor activates the controller to cause at least one of the plurality of audible recordings to be selected and played by the sound generator through the speaker.

2. The electronically-scored game of claim 1, wherein the selection of the at least one of the plurality of audible recordings is based at least in part upon the quality of the at least one activity associated with the game.

3. The electronically-scored game of claim 2, wherein the at least one of the plurality of audible recordings selected is of a derisive character when the quality of the at least one activity associated with the game is unfavorable.

4. The electronically-scored game of claim 2, wherein the at least one of the plurality of audible recordings selected is of a laudatory character when the quality of the at least one activity associated with the game is favorable.

5. An electronically scored dart game comprising:

a dart board;

at least one dart;

an electronic controller;

at least one sensor operatively connected with the controller, the at least one sensor adapted to detect a position of impact of the dart on the dart board and to generate a signal corresponding to the position of impact;

a memory storing a plurality of audible recordings, the memory being operatively connected with the controller;

a sound generator operatively connected with the controller; and

a speaker operatively connected with the sound generator,
whereby upon occurrence of a triggering event, the controller selects at least one of the plurality of audible recordings from the memory and activates the sound generator to play the at least one of the plurality of audible recordings through the speaker.

5 6. The electronically-scored dart game of claim 5, further comprising:

 a game memory adapted to store a player's cumulative score through multiple rounds of a game of darts;

 game control switches adapted to allow cumulative scores of multiple players to be stored in the game memory through multiple rounds of the game of darts; and

10 an additional game control switch adapted to allow the players to indicate to the game memory that a thrown dart missed the board,

 wherein the triggering event is at least one of impact of the dart upon the dart board, completion of an individual round of the dart game, achievement of a particular score in a given round; achievement of a particular score in a complete game of darts; completion of a full game of darts, failure to detect impact of the dart within a predetermined period of time, a player exceeding a desired total score, or indication of a thrown dart having missed the dart board.

7. The electronically-scored dart game of claim 5, further comprising an on/off switch to enable and disable playing of the at least one of the plurality of audible recordings.

20 8. The electronically-scored dart game of claim 5, wherein selection of the at least one of the plurality of audible recordings is based at least in part upon position of impact of the dart upon the dart board.

9. The electronically-scored dart game of claim 5, further comprising at least one game level difficulty input switch, wherein selection of the at least one of the plurality of audible recordings is based upon at least in part a level of game difficulty input by a user.

10. The electronically-scored dart game of claim 5, wherein the at least one of the plurality of audible recordings selected is of a laudatory character when the triggering event reflects a desirable quality of play.

11. The electronically-scored dart game of claim 5, wherein the at least one of the plurality of audible recordings selected is of a derisive character when the triggering event reflects an undesirable quality of play.

12. A method of playing an electronically-scored dart game, comprising the steps of:

providing an electronically-scored dart game having:

a dart board;

at least one dart;

an electronic controller;

5 at least one sensor operatively connected with the controller, the at least one sensor adapted to detect a position of impact of the dart on the dart board and to generate a signal corresponding to the position of impact;

a memory storing information corresponding to a plurality of audible recordings, the memory being operatively connected with the controller;

10 a sound generator operatively connected with the controller;

a speaker operatively connected with the sound generator;

impacting the dart board with the at least one dart;

sensing the position of the impact on the dart board with the sensor;

generating the signal from the sensor to the controller;

15 activating the controller upon occurrence of a triggering event to select at least one audible recording from the memory, and

activating the sound generator to play the at least one audible recording through the speaker.

13. The method of playing an electronically-scored dart game of claim 12, wherein:

20 the electronically-scored dart game further includes:

a game memory capable of tracking scores of multiple players through multiple rounds of a game of darts;

a missed dart input switch allowing a user to record a thrown dart having missed the dart board; and

25 the method further comprises the step of a player recording a thrown dart having missed the dart board using the missed dart input switch.

14. The method of playing an electronically-scored dart game of claim 13, wherein the triggering event is impact of the dart upon the dart board, completion of an individual round of the dart game, achievement of a particular score in a given round; achievement of a particular
30 score in a complete game of darts; completion of a full game of darts, failure to detect impact of the dart within a predetermined period of time, a player exceeding a desired total score, or indication of a thrown dart having missed the dart board.

15. The method of playing an electronically-scored dart game of claim 12, wherein the at least one of the plurality of audible recordings selected from the memory is selected based at least in part upon the position of impact.
16. The method of playing an electronically-scored dart game of claim 12, further
- 5 comprising the step of enabling and disabling playing the at least one audible recording using an on/off switch.